PlayStation®

NTSC U/C

PlayStation®

EVERYONE

CONTENT RATED BY ESRB

SLUS-00754

BUST-A-MOVE 4

Serious Fun™

NATSUME®

Warning:

Read before using your PlayStation® Game Console

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to these patterns or backgrounds on a television screen, or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing video games - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to owners of projection televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor or the CRT. Avoid repeated use of video games on large screen projection televisions. Refer to your projection TV instruction manual for details.

Handling your PlayStation® disc

This compact disc is intended for use only with the PlayStation® game console.
Do not bend it, crush it, or submerge it in liquids.
Do not leave it in direct sunlight or near a radiator or other source of heat.
Be sure to take an occasional rest break during extended play.
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

INTRODUCTION

Bust-A-Move 4 is comin' at ya! Are you ready? Its bursting at the seams with new characters, screen rocking animations, and frantic new gameplay features. You'll soon be smashing through complex levels of dazzling rainbow spheres in Single-Player mode, or pitting your skills against a friend. And with an Edit mode that lets you create your own devilish puzzles, there's no end to the fun!

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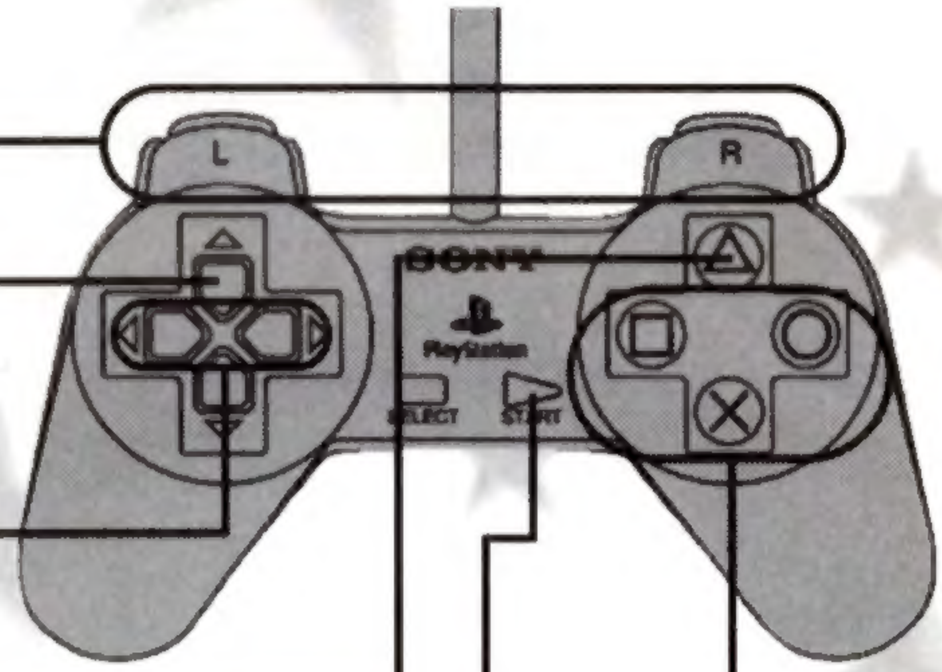
CONTROLLER CONFIGURATION

DEFAULT CONTROLS



Make Minor Adjustments to the Left or Right

Resets Bubble Launcher to 90°

Aims Bubble Launcher

Cancels the Selection

Pauses Game

Shoot Bubbles

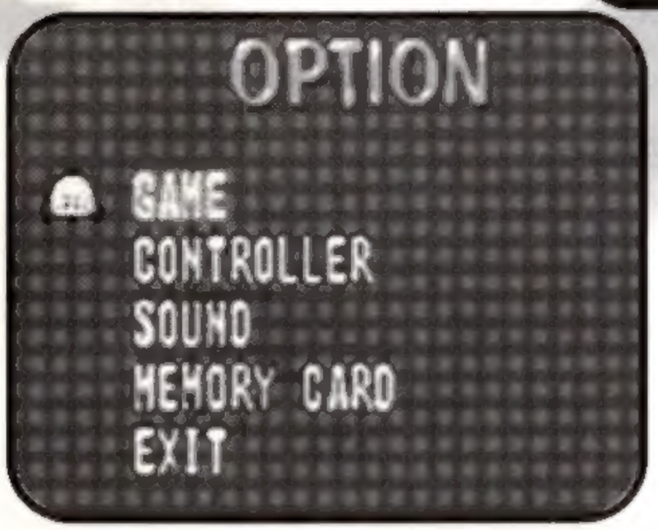
THE DUAL-SHOCK™ CONTROLLER

The Dual Shock™ Controller uses the same default controls. The right and left analog joysticks are not used in this game.

Select vibration speed: LOW-HIGH-OFF

Not Used

OPTIONS



Bust A Move 4 allows you to adjust various game settings through the Option Menu. Use the × button to select the desired option. Press ▲ to cancel the selection.

Game	Adjust default game options
Controller	Change controller configuration
Sound	Fine-tune audio settings and sample sounds
Memory Card	Save game progress and settings to Memory Card (sold separately)

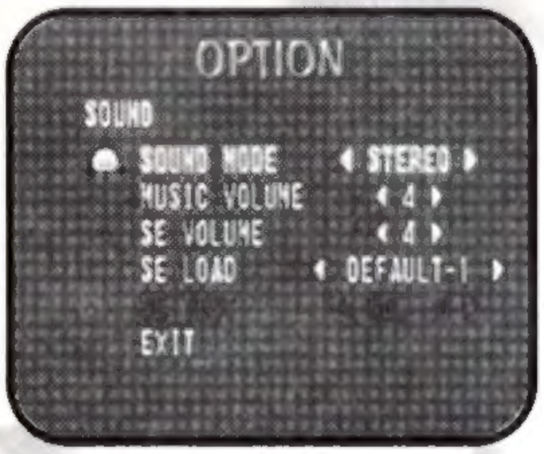
GAME OPTIONS

Game Level	Sets the game's base speed
Match Point	Number of rounds needed to win a match
Continue VS	Simple allows a shortcut when continuing play
Handicap	Give either player an advantage in 2p mode
Chain Reaction	Toggles Chain Reactions in VS mode
Challenge	Number of puzzles in each round of the challenge
Guide Line	Marks trajectory of launched bubble
Exit	Returns to main Option Menu

CONTROLLER OPTIONS

Key Config	Changes default Controller settings
Ip Vibration	Sets vibration speed for Player 1
2p Vibration	Sets vibration speed for Player 2
Exit	Returns to main Options Menu

SOUND OPTIONS



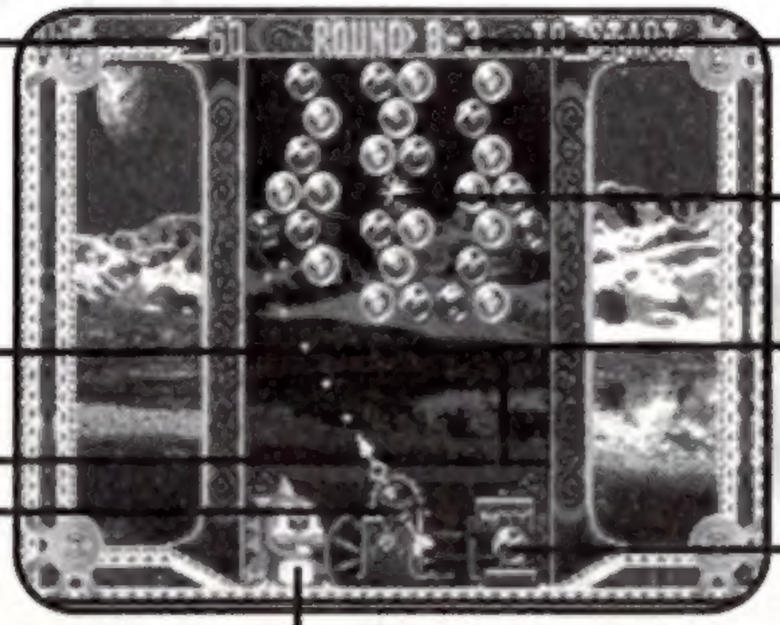
Sound Mode	Select Mono or Stereo sound
Music Volume	Set relative music volume
SE Volume	Set relative sound effect volume
SE Load	Loads various sound effect libraries
SE Test	Plays sound effects from loaded library
Exit	Returns to main Options Menu

MEMORY CARD

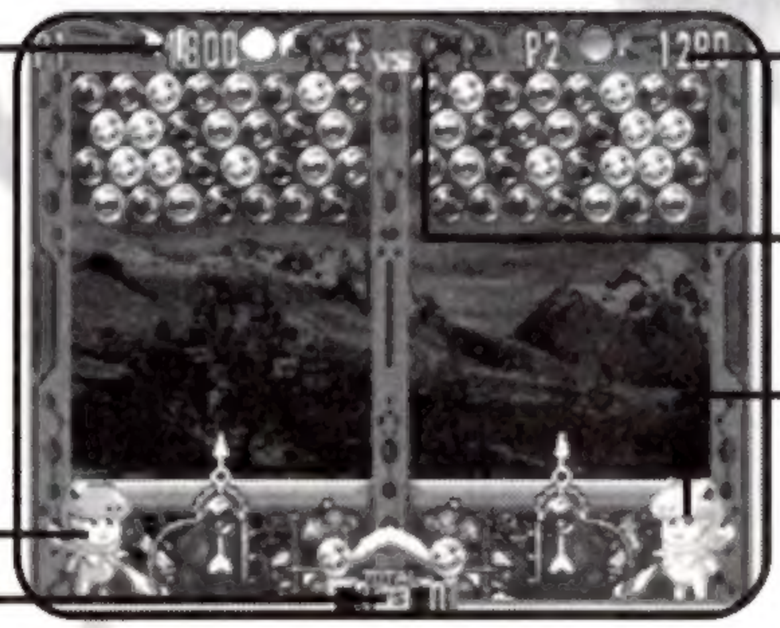
Data Load	Loads saved game from Memory Card
Data Save	Saves current game to Memory Card
Auto Save	Automatically records progress on Memory Card
Exit	Returns to main Options Menu

GAME SCREENS

PUZZLE MODE



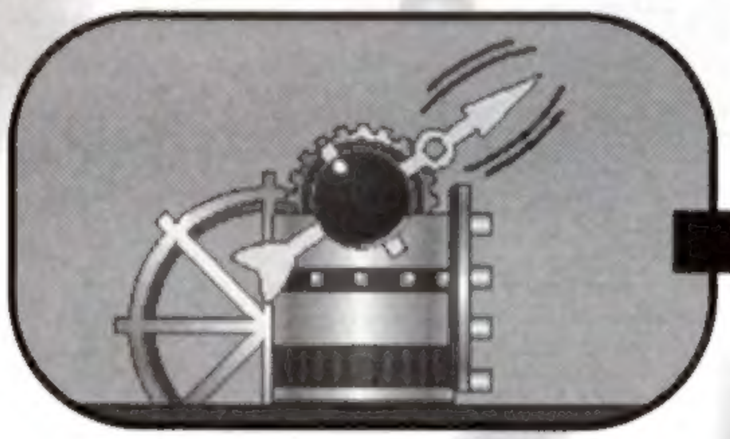
PLAYER VS MODE



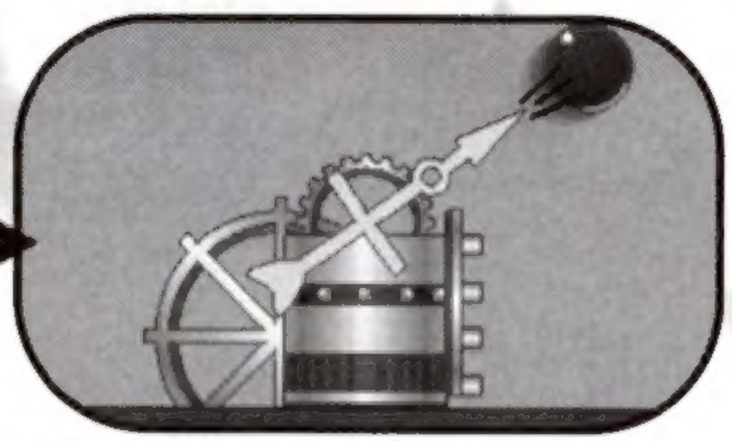
GAME PLAY

Simplicity is one of Bust-A-Move 4's best qualities. No matter which game mode you're in, the same basic rules apply. The object of the game is to burst as many bubbles as you can. After a period of time, the bubbles that remain descend, one level at a time, toward the Deadline. The game ends when the first bubble crosses the Deadline.

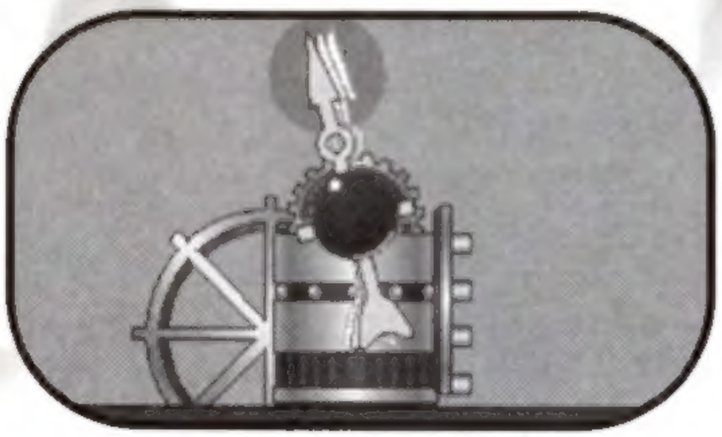
THE BUBBLE LAUNCHER



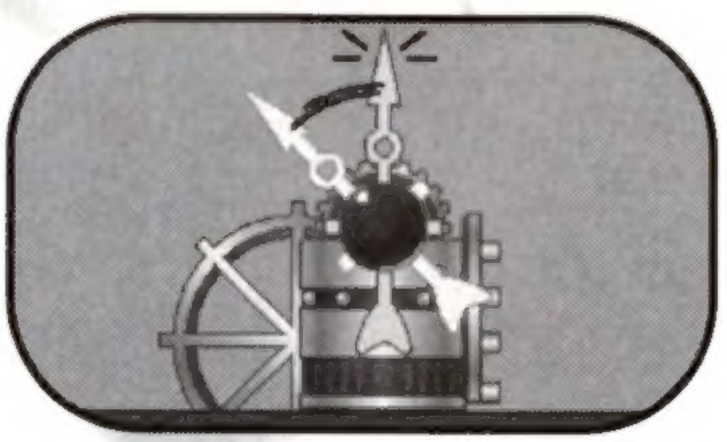
Right or Left on the Control Pad aims.



Pressing ×, ■ or ● launches the bubble.



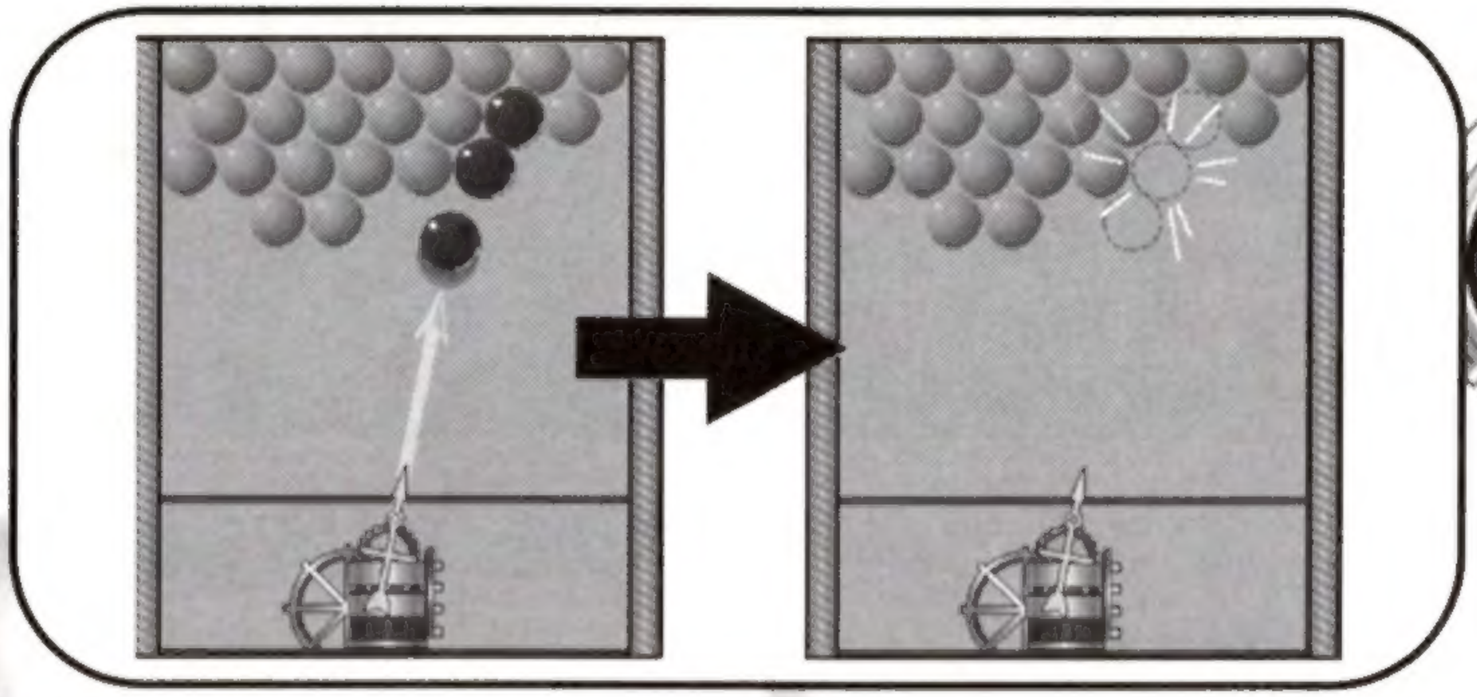
The L1 and R1 buttons aim the launcher more precisely.



Pressing Up resets the launcher to 90°.

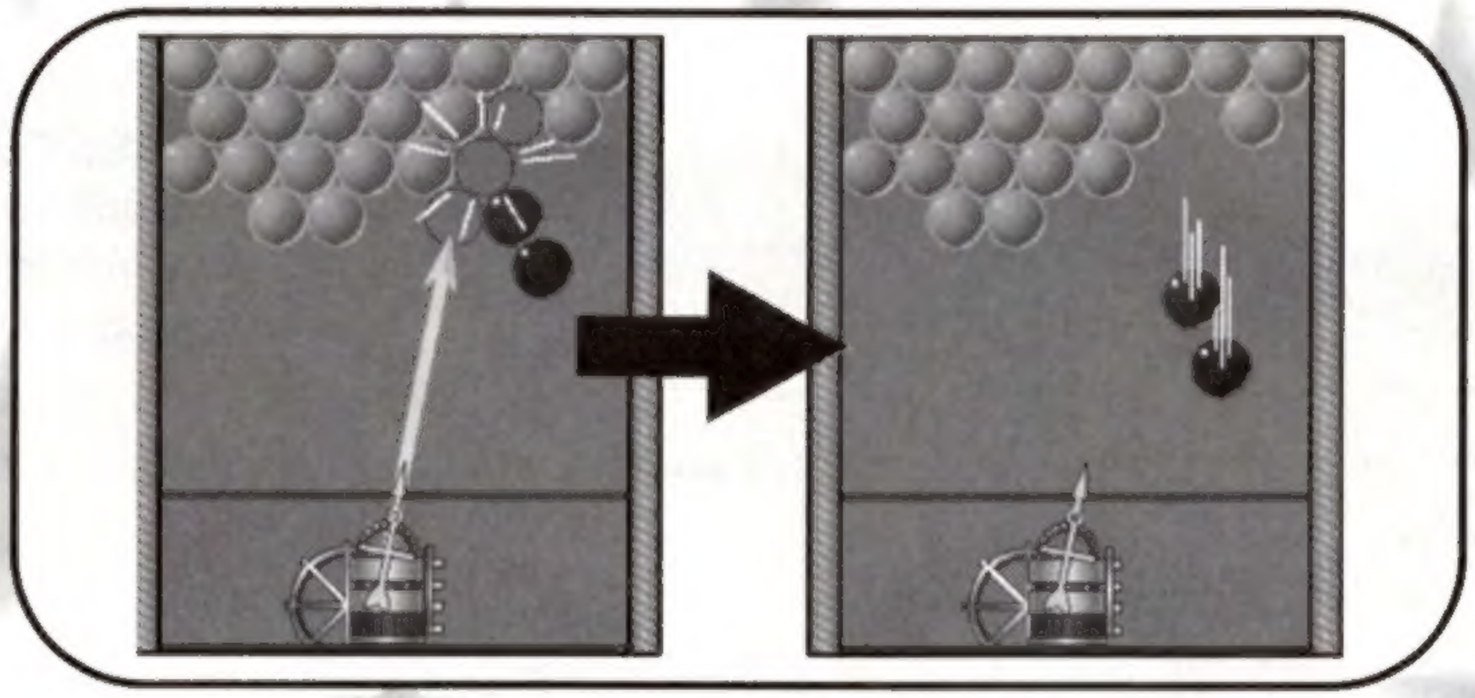
BURSTING BUBBLES

Fire a bubble from the launcher, and connect it to two or more bubbles of the same color. These bubbles will burst.



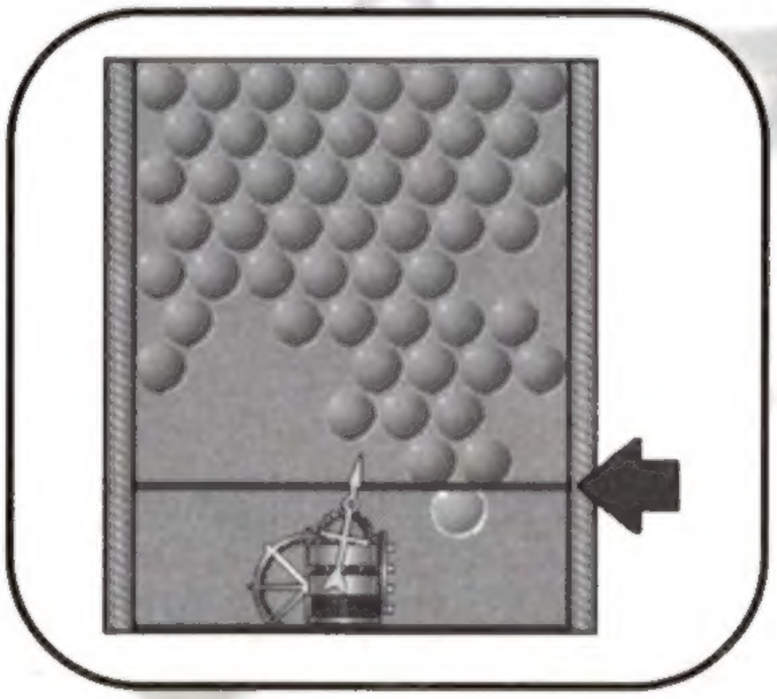
DROPPING BUBBLES

Bubbles suspended by those burst will also be cleared. The larger the cluster cleared, the more points awarded.



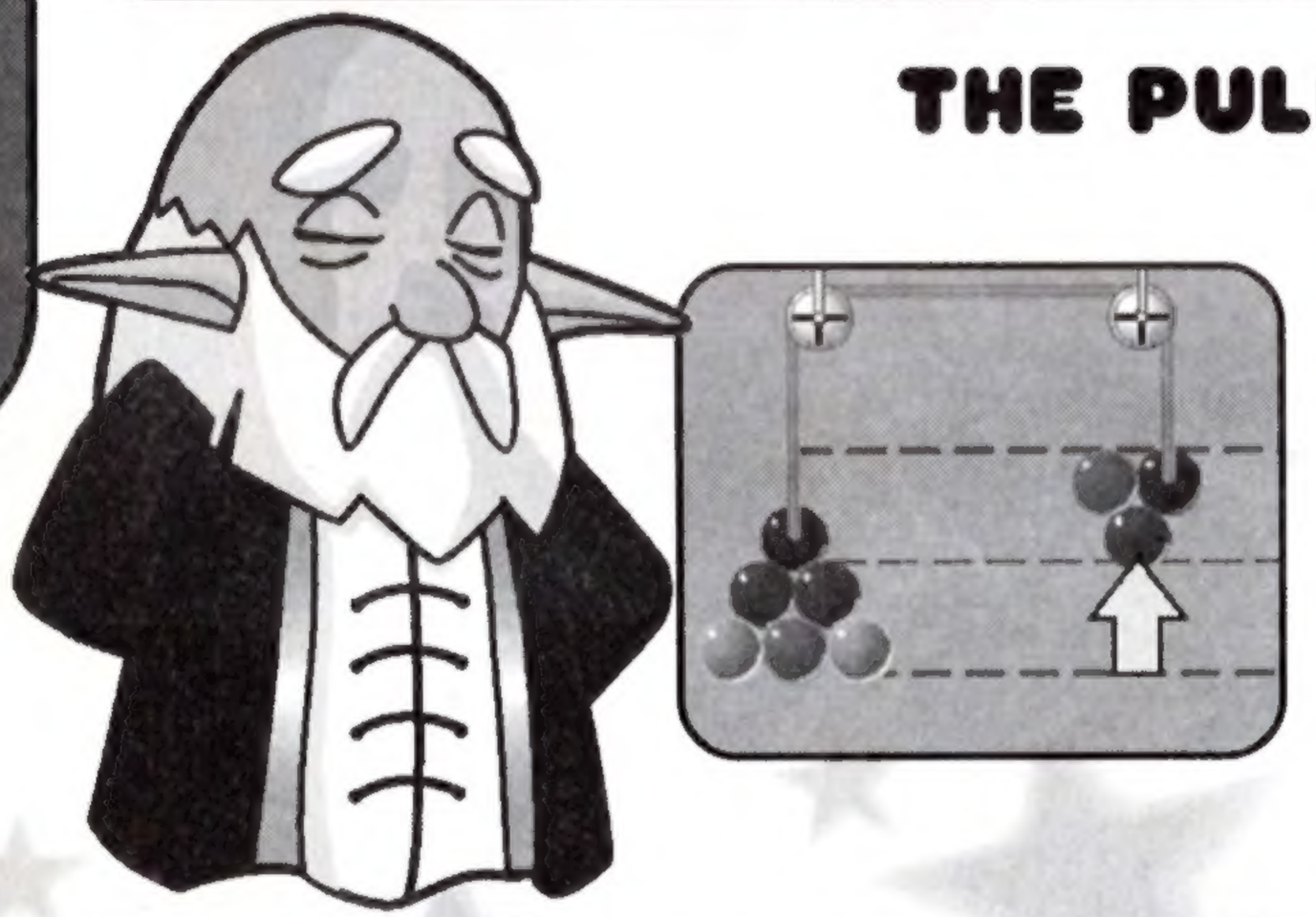
END GAME!

The game ends once you've cleared all the bubble on the board, or when a bubble crosses the Deadline.



BETTER THAN EVER!

Two features, the Pulley System and Chain Reaction are new to Bust-A-Move 4, and are sure to throw you for a loop. Pulleys appear throughout Puzzle and Challenge Modes, while Chain Reactions are found in the VS Modes.



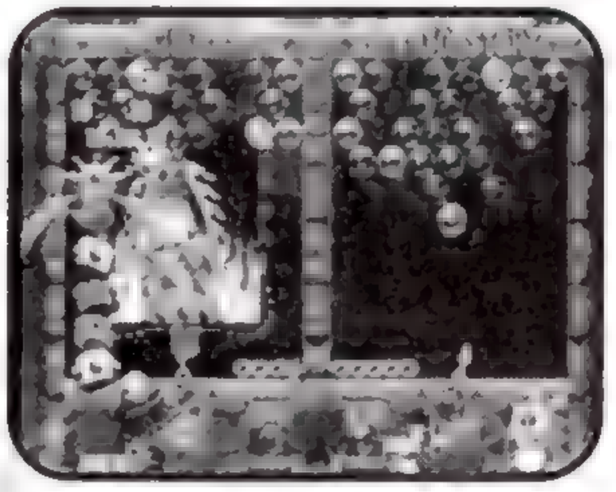
THE PULLEY SYSTEM

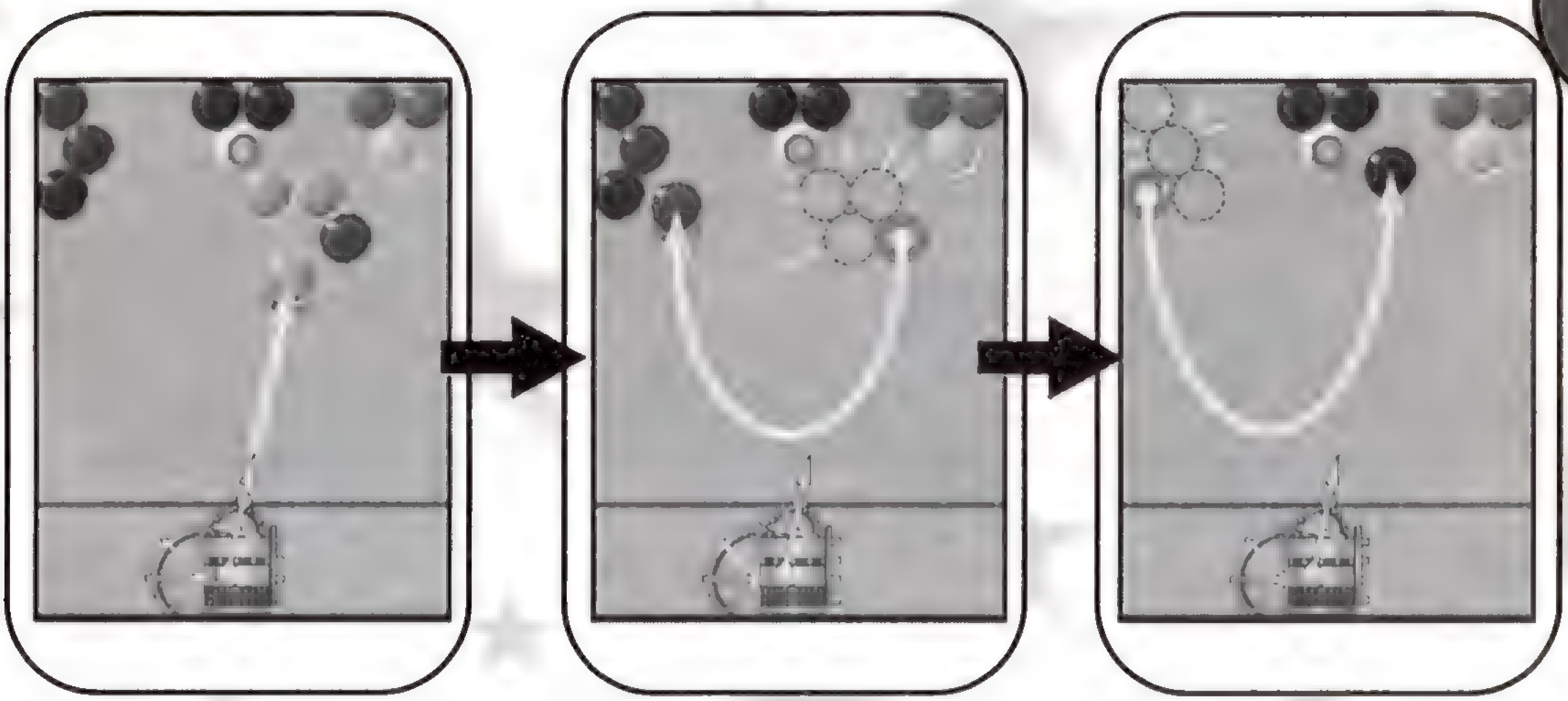
The Pulley System is all about balance. Each time a Bubble is attached, the heavier cluster descends. Be careful when the assembly starts to shake; the mechanism might be ready to give way. There are anchors at each rope end that will support a Bubble, but have no weight.

Remember: Bursting Bubbles Might Upset the Balance!

CHAIN REACTIONS

Chain Reactions add even more speed and excitement to VS play, against another player or the computer. Bubbles that drop as a result of their anchors bursting will fly to any available cluster of like colors, clearing them. This may cause more loose Bubbles to drop, thus activating other Chain Reactions, and burying your opponent.





Launching this light Bubble pops the two that supprt the lone medium Bubble. This Bubble will fall away.

The medium Bubble will swing up to its similarly colored neighbors, bursting them and freeing the dark Bubble.

Chain Reactions will continue as long as the groups of two are not completely surrounded by other colors.

SPECIAL BUBBLES

Star Bubble

This bubble will clear all those in the cluster the same color as the bubble that touches it.

Rainbow Bubble

This will become a normal bubble the color of those burst adjacent to it.

Block

These pieces cannot be broken, but they needn't be cleared to end a round.

Obstacle

This block is cleared only when all the bubbles touching it are burst. A round cannot be cleared while Obstacle Blocks remain.

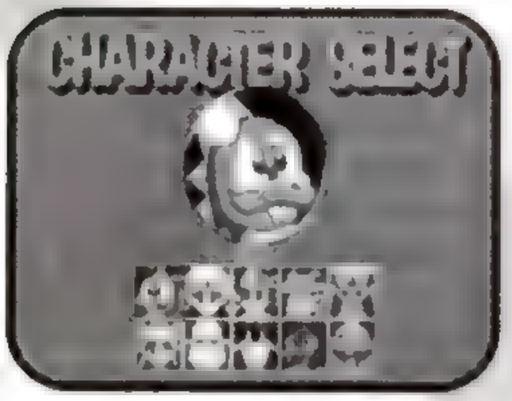
Elevator

Bubbles connected to these pieces will be carried up to the highest possible level.

THE HALL OF FAME

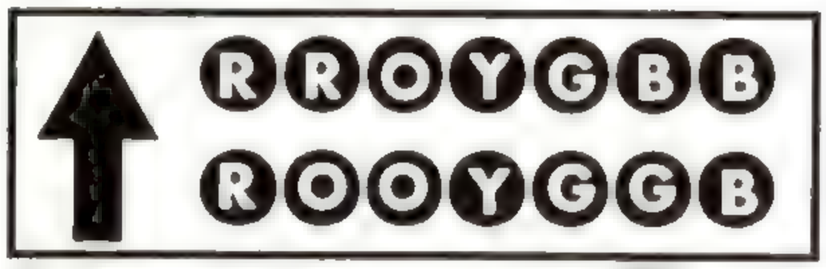
High Scores will be logged in the Hall of Fame. Scroll through the letters with the Control Pad, and press the ✕ button to make your selection.

CHARACTERS



The dazzling colors, out-of-control pace, and shear satisfaction of busting all those bubbles, has attracted participants from a wide variety of different worlds. Each character sends Bubbles to their opponent in a distinct strategic pattern.

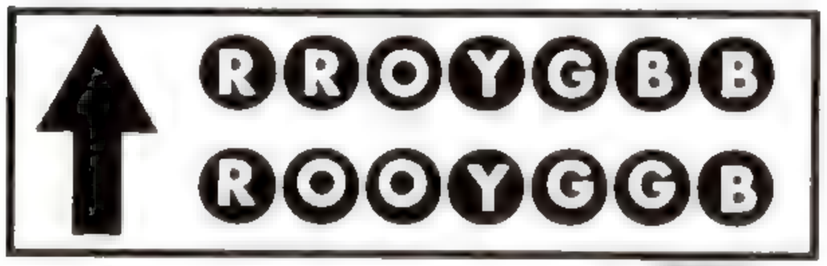
BUB



ATTACK PATTERN

Bub returns for this latest challenge. He's so delighted to be back with his precious Bubbles, that he's more than happy to share a variety with his opponent.

DEVELON



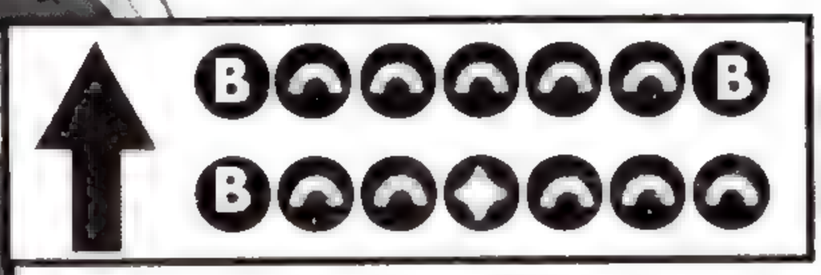
ATTACK PATTERN

Develon is a distant cousin of the adorable Bubblin twins. And while he looks a little familiar, and attacks with the same pattern, don't be fooled. Develon is definately not a nice guy.

ATTACK PATTERN KEY

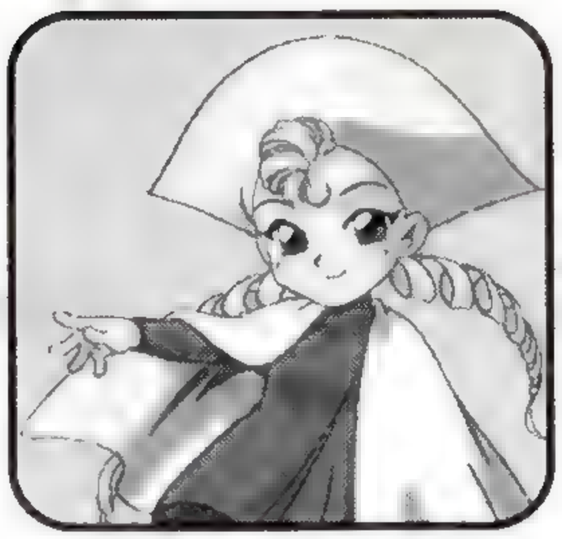
Blue Green Orange Red Yellow Rainbow Star Block

ALKANET

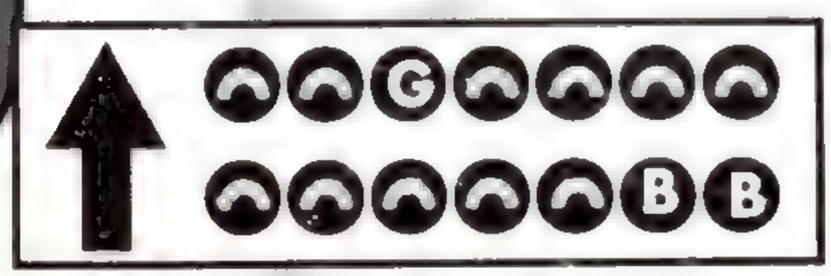


ATTACK PATTERN

Alkanet is the spoiled princess of the Snow World. She'll try to freeze you out with all those Rainbow Bubbles. But that Star Bubble she sends over shows her heart's not made of ice.

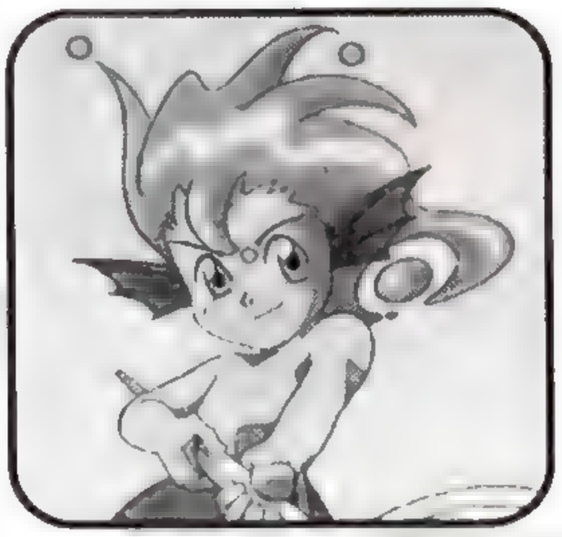


MARINO

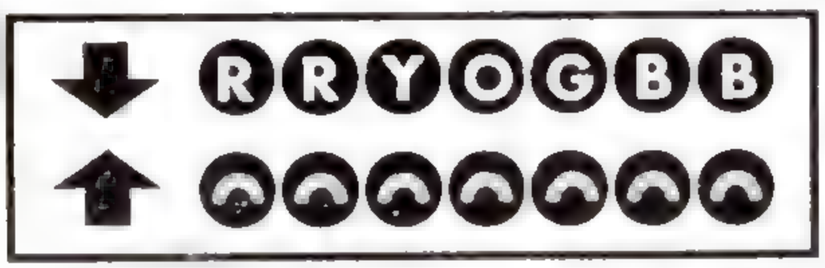


ATTACK PATTERN

Marino is a noble mariner from the Ocean Kingdom. He'll have you gasping for air under all those hard to clear Rainbows. Just hope a Blue or Green Bubble washes ashore.



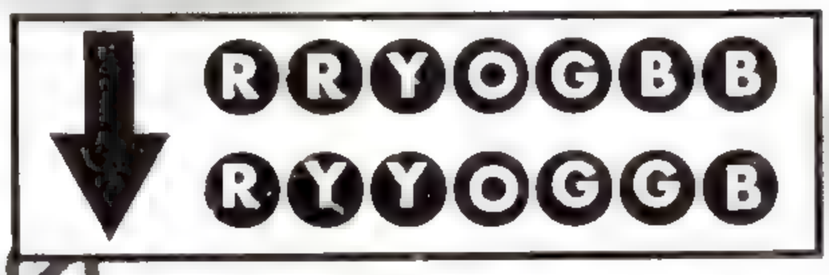
KUROL



ATTACK PATTERN

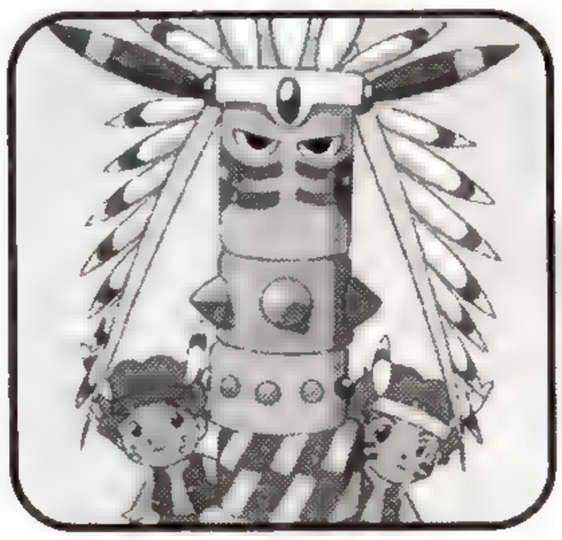
This little trickster hails from a forest world where he likes to diguise himself as local wildlife. Don't be distracted by his merry tune as he sends Bubbles to the top and bottom of your cluster.

TAM-TAM

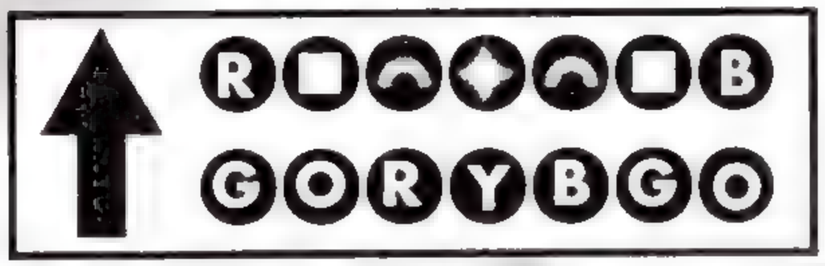


ATTACK PATTERN

Tam-Tam is the spirit protector of the frontier planet, Navajo. He and his assistants will dance a rainstorm of Bubbles, as steadily as a drum-beat, to the top of your field.



CLEON



ATTACK PATTERN

Cleon is a flirtatious, but mischevous night faerie from the Carnival World. She will do her best to make sport of you with the wide variety of Bubbles she sends over.

G

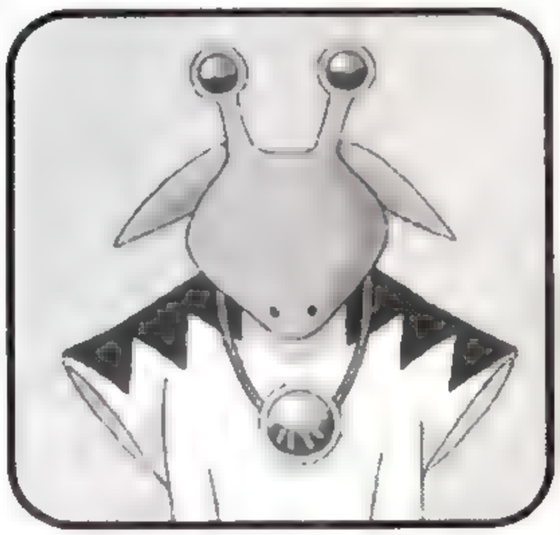
ATTACK PATTERN

Wise old G has spent hundreds of years practicing games on his planet of sages. He demonstrates this experience by sending over rows with no adjacent matching colors.

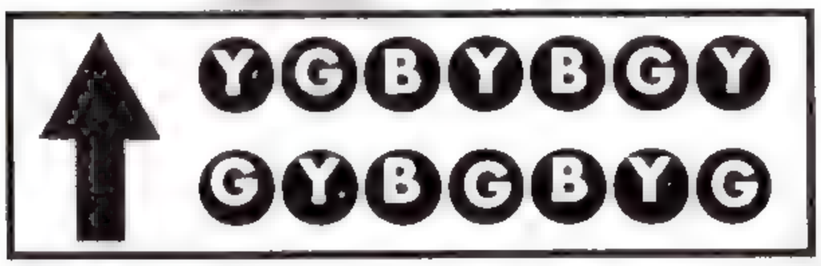
BRAMB

ATTACK PATTERN

No one really knows the story behind the weirdo Bramb, but watch out for his alien magic! He really knows how to send your world into chaos with his complex pattern of Bubbles.

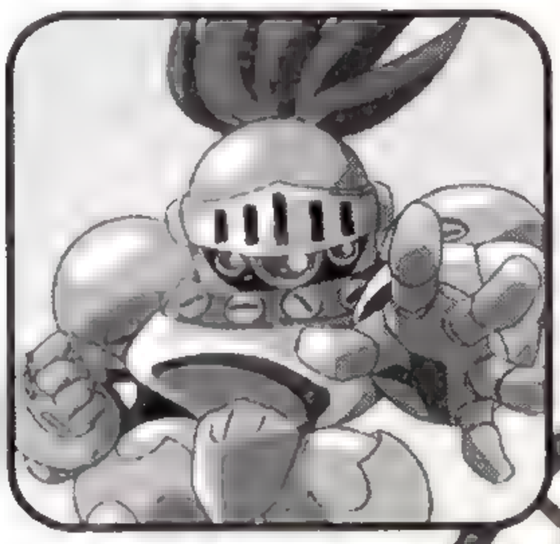


GIGANT



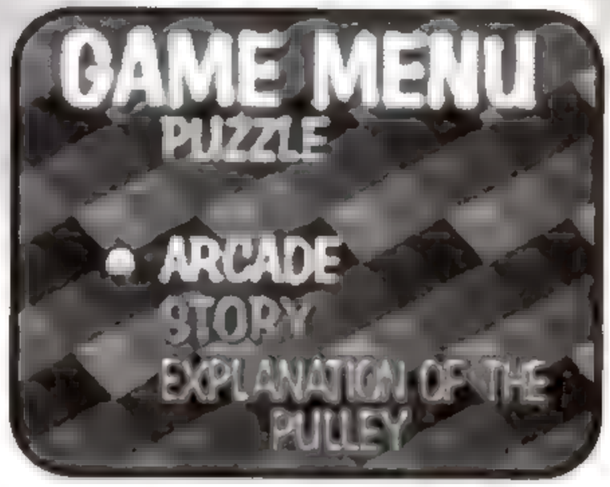
ATTACK PATTERN

The industrial guard robot, Gigant has never been the sharpest knife in the drawer, but he'll get steam to come out of your ears with the steady stream colors he sends..



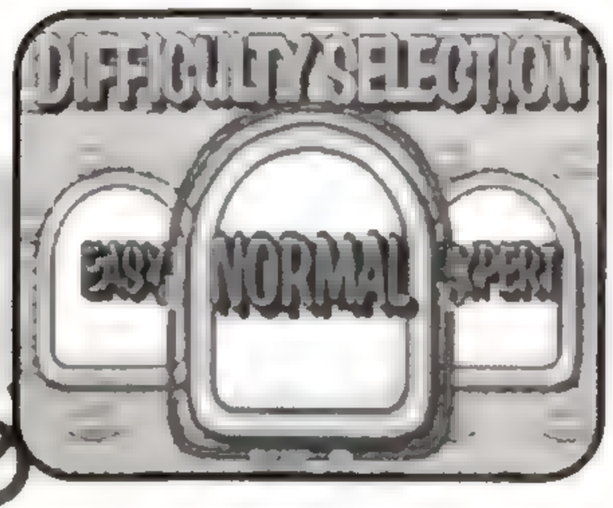
PUZZLE MODE

This is the essence of Bust-A-Move 4: just you against the puzzle. Puzzle Mode consists of two distinct types of challenge, Arcade Play and Story Mode. No distractions, and no one to blame when time runs out. Don't worry, you can always press Start to Continue!



ARCADE

STORY

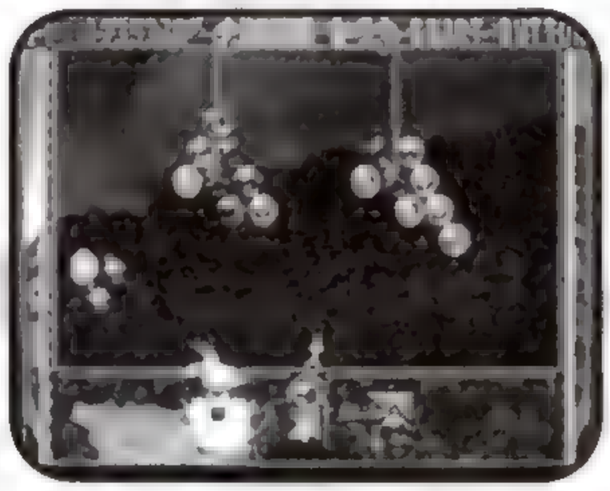


SETTING DIFFICULTY

At the beginning of Arcade Mode you will be able to select one of three game difficulties; Easy, Normal, or Expert. While Easy Mode displays a Sight line to help you aim, you will only be able to play 5 rounds at this difficulty.

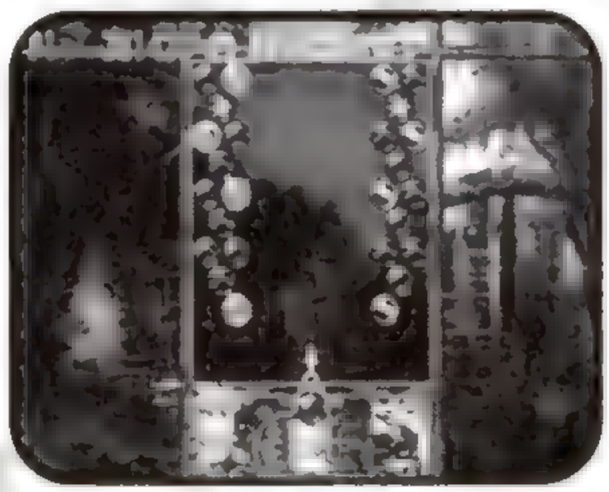
ARCADE

In Single-Player Mode, you'll plot your course through the alphabet to increasingly difficult puzzles. Each lettered level has five rounds to clear before you can advance to the next level. Use Left and Right on the Control Pad to choose your course. Press ✕ to start your game.



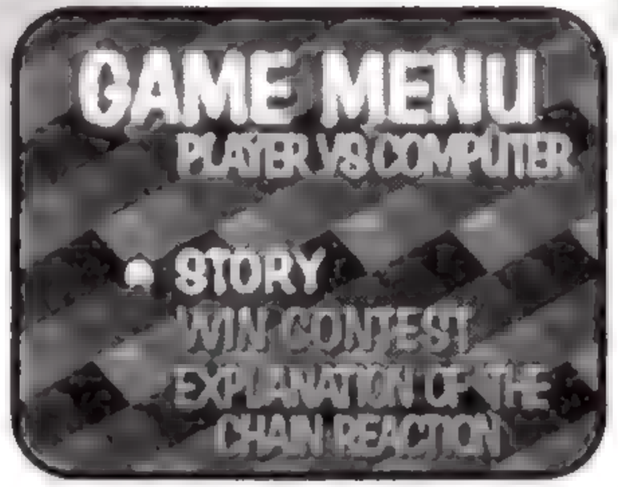
STORY

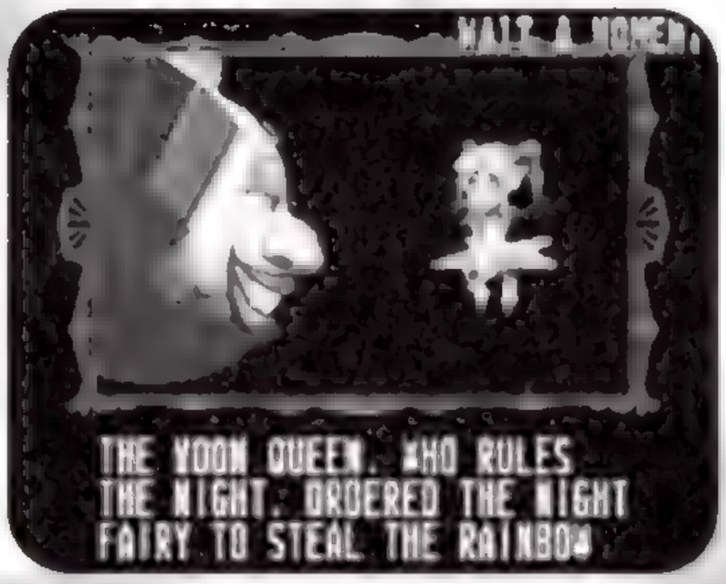
Kronea, the Mistress of Time has lost her enchanted deck of Tarot Cards, and in Story Mode, it is up to you to help her recover the lost Arcana. Travel across the Dream Dimension, collecting the cards at different locations by solving the Puzzles that they are locked in. After securing one, choose the next location with your Control Pad.



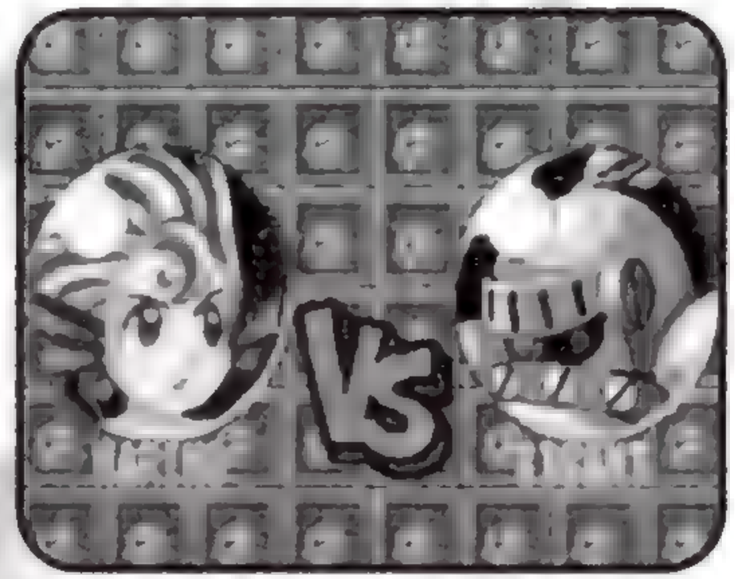
PLAYER VS. COMPUTER

Once you've honed your skills in Puzzle Mode and you're looking for a new challenge, take on the other characters on their own turf in Player vs. Computer Story Mode. If you're on an extended winning streak, enter the single elimination Contest and try to win a special bonus.

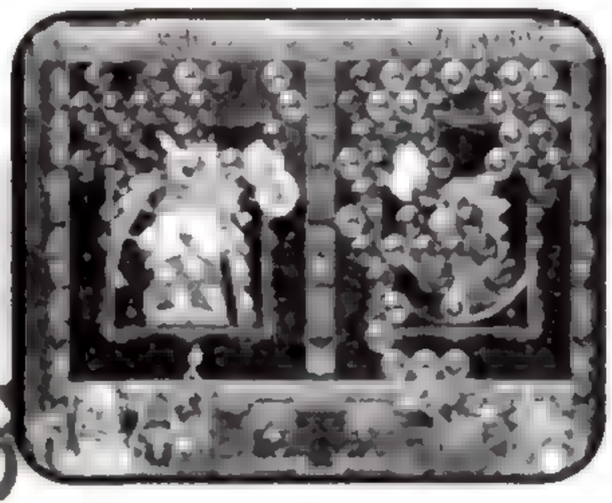




STORY



WIN CONTEST

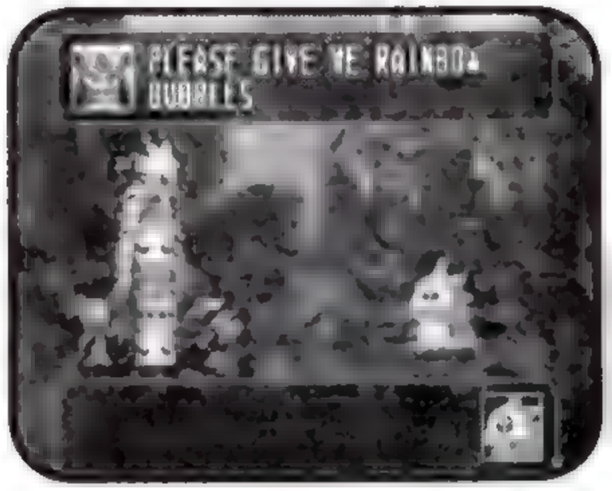


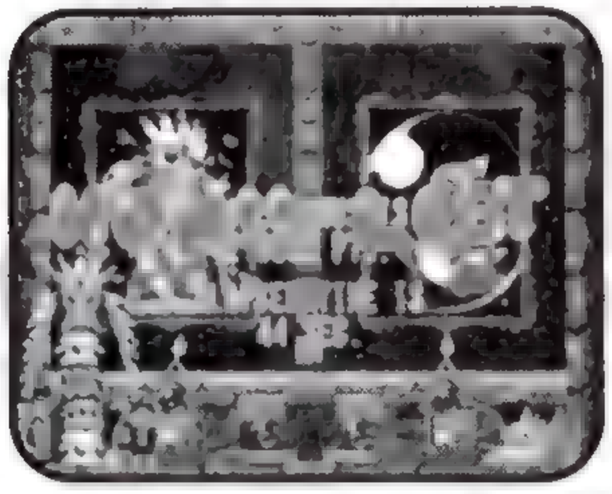
HEAD TO HEAD PLAY

The object, when facing off against an opponent, is to get the Bubbles to cross their Deadline before they cross your own. Breaking Bubbles in large combinations sends Bubbles to your opponents field based on your character's Attack Pattern. (see pages 11-13)

STORY

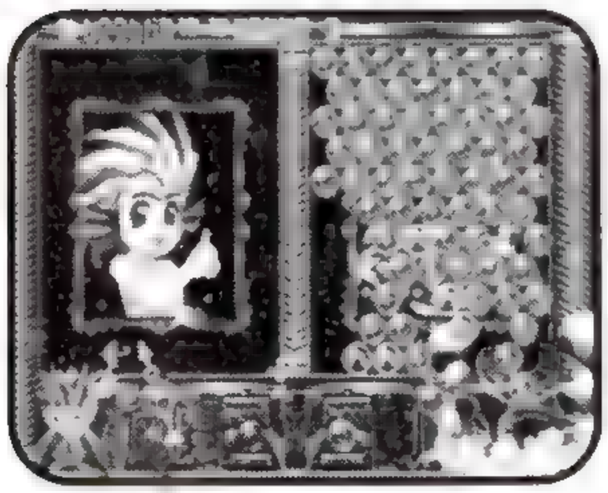
The story in Player vs. Computer Mode is a different from that in Puzzle Mode. It is up to you to travel from planet to planet, challenging that world's Master to play for Rainbow Bubbles. These Bubbles have been scattered throughout Timespace. Once gathered, they will restore the Dawn to the mystical Bright World.

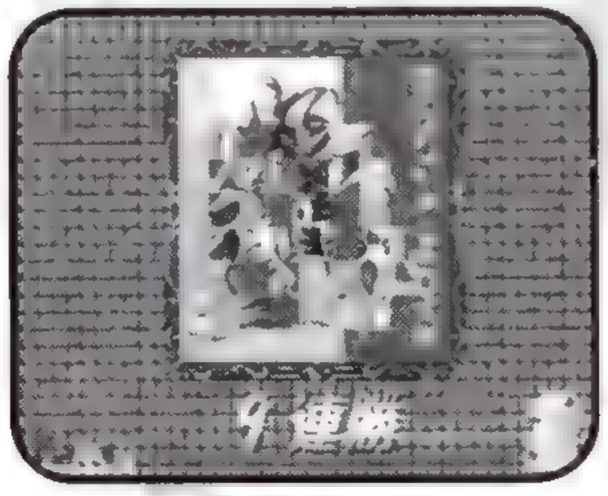




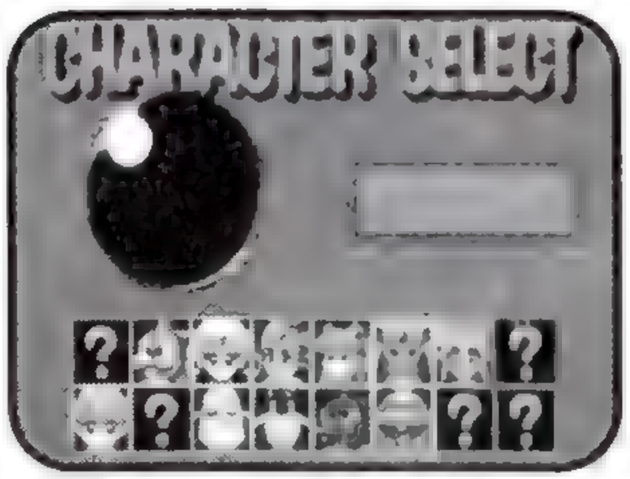
WIN CONTEST

If you're interested in something less "warm and fuzzy", try to win the single elimination Contest. You'll face each opponent in a winner takes all Puzzle. The further you get, the more of a hidden picture will be revealed to you.





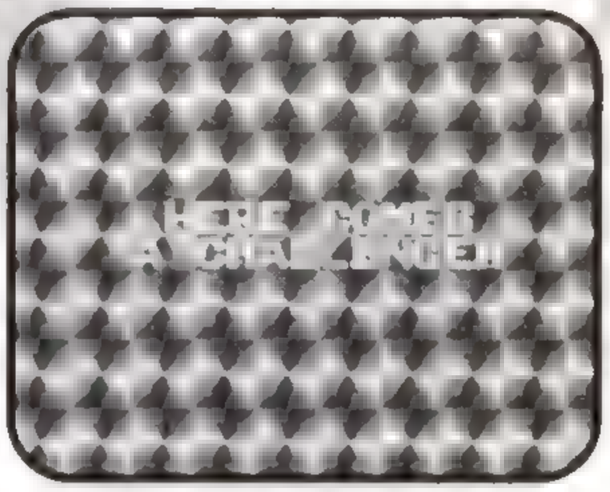
HIDDEN CHARACTER

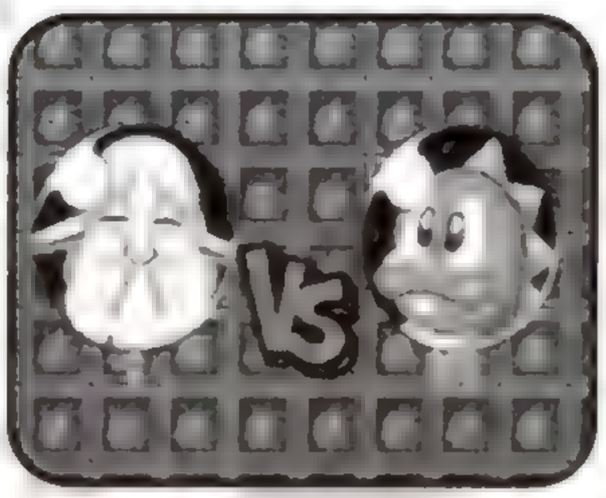


If you are able to beat a mystery character during the Contest, one of them will be available to play afterwards.

PLAYER VS. PLAYER

Time to show you can dish it out as well as you take it! Settle grudge matches between masters, or give novices a fighting chance with a handicap, or by pairing them with one of the stronger characters.





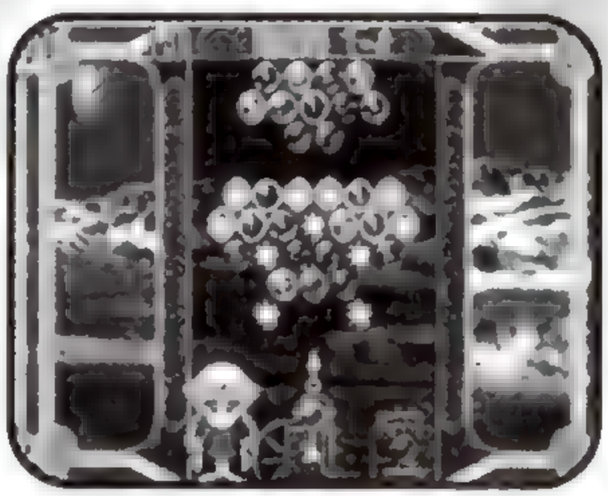
Note: Hop into a game in progress with the second Controller's Start button

SETTING THE HANDICAP

After each player selects his or her character, you will have an oppurtunity to level the playing field via the Handicap Screen. The lower the value selected by the player, the easier his or her game will be.

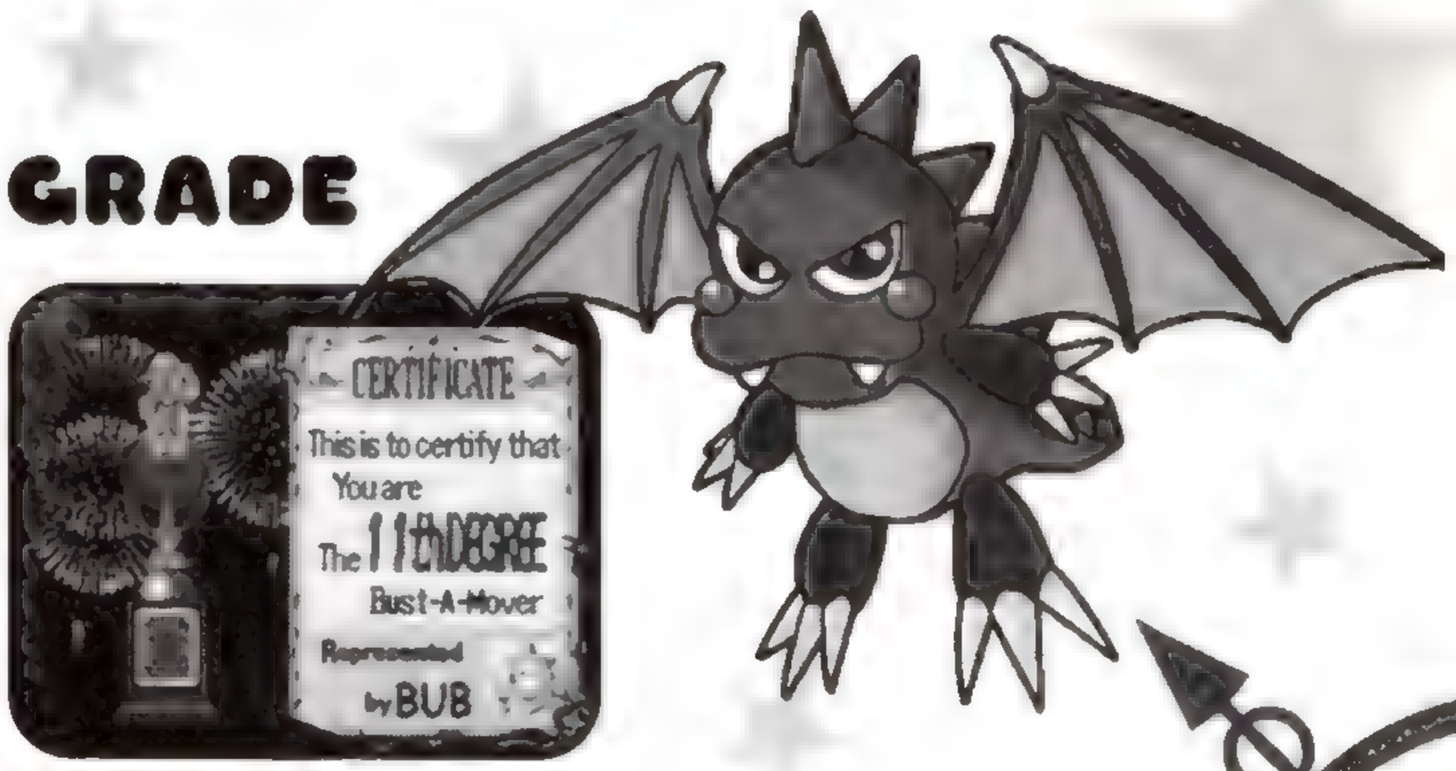
CHALLENGE MODE

To find out how good you really are, try your luck in The Challenge. You and your character will face five levels of rigorous testing. Clearing the board isn't always enough; your ability to make trick shots and large combos will also be evaluated. Don't worry: You'll be able to continue even if you can't clear a level.



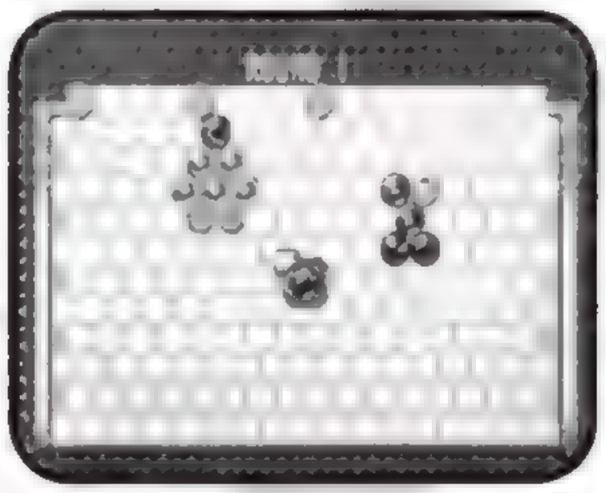
MAKING THE GRADE

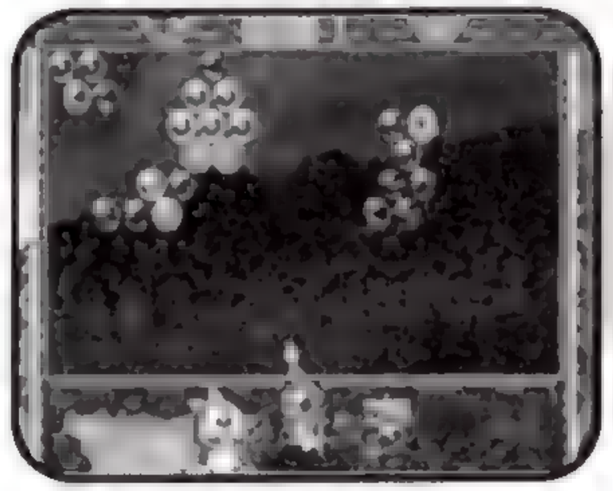
Once you've completed The Challenge, a statistics screen will tell you how you did. It logs the number of bubbles you used and cleared, and it rates your speed, technique, and strategy.



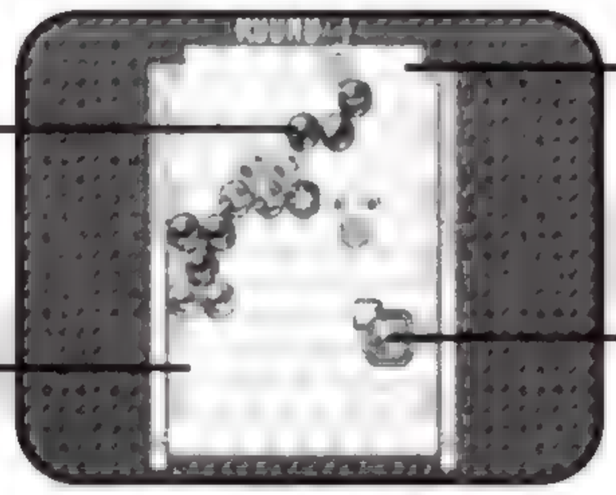
EDIT MODE

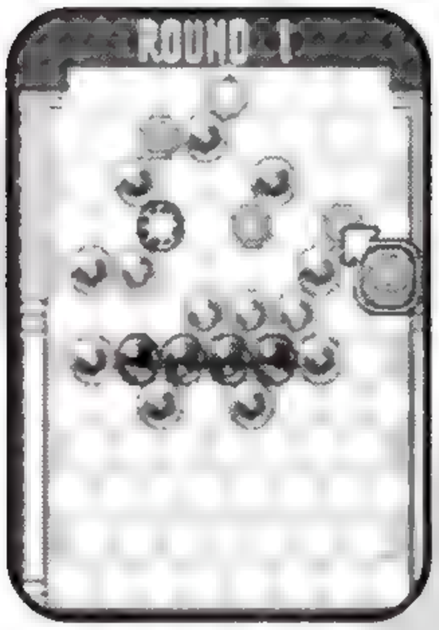
The fun continues even after you've got Bust-A-Move 4's gameplay dialed in. With the new Edit option, you can experiment with game design and create challenges limited only by your own insanity. There's even an option that will randomize elements within your Puzzles, just to keep you guessing. You've made the mess, now you can clean it up.





EDIT MODE INTERFACE



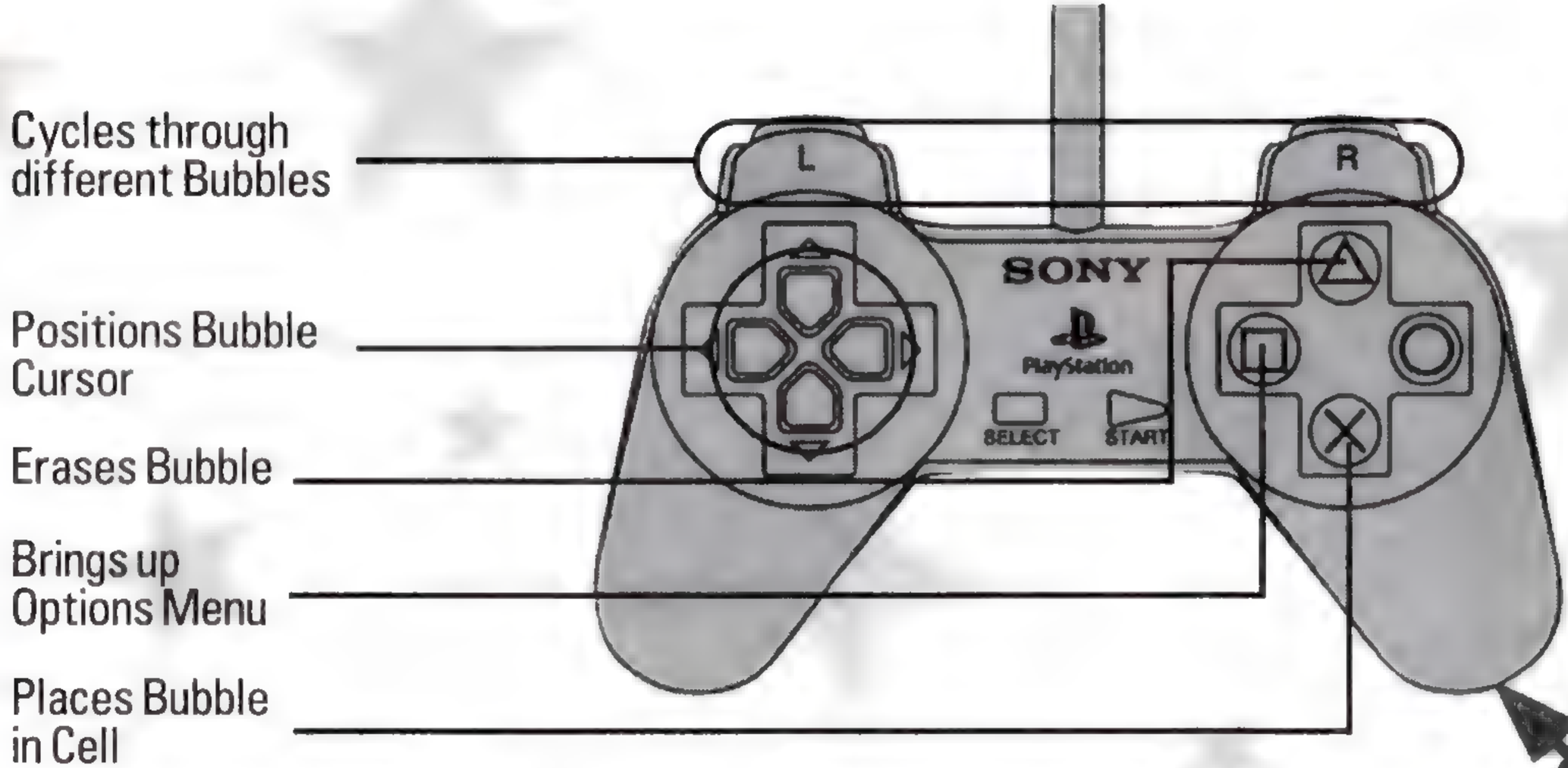


DESIGNING PUZZLES

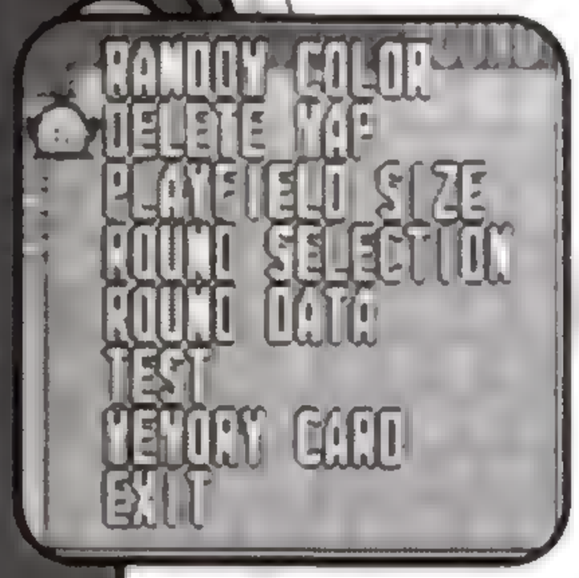
It takes a lot of experimentation to create Puzzles that are both fun and challenging. Try out your projects in Test Mode as you work on them. It is essential that Bubbles are anchored to something or they will fall away as soon as the game starts.

Remember: Make sure your bubbles are anchored to something!

EDIT MODE CONTROLS



EDIT PUZZLE OPTIONS



Random Color	Determines colors in Random Pool
Delete Map	Clears current puzzle
Playfield Size	Choose Normal or Wide configuration
Round Select	Set up Multi-Round puzzles
Round Data	Edit the order of Multi-Round Puzzles
Test	Test play a Custom Puzzle
Memory Card	Save or Edit Puzzles saved to Memory Card
Exit	Returns to Edit Mode

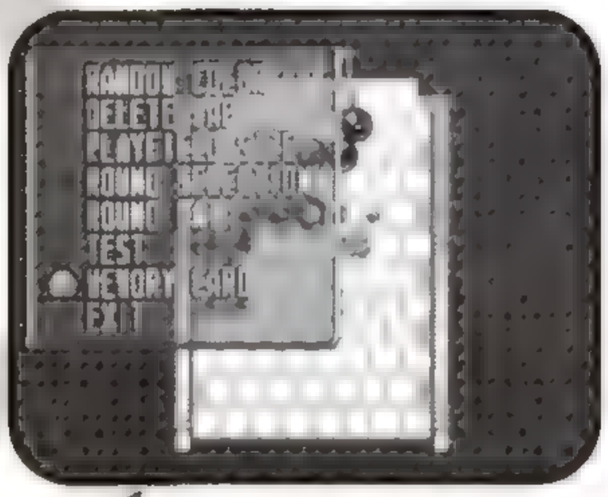
SPECIAL BUBBLES

Obstacle

These Obstacle Blocks will anchor Bubbles, and act as the backbone of your Puzzle.

Random

These Bubbles will change color each time the Puzzle is played, depending on the Random Color Setting in the Options Menu.



LOADING & SAVING

Once you've created the perfect mind-bending monster of a Puzzle, slap it onto a Memory Card (through the Edit Puzzle Option Menu,) and get some feedback from your friends. Just maybe, they're smarter than you think!

You can save 25 puzzles on a Memory Card!

PROGRESS REPORT

NAME	DATE	RANK

NAME	DATE	RANK

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